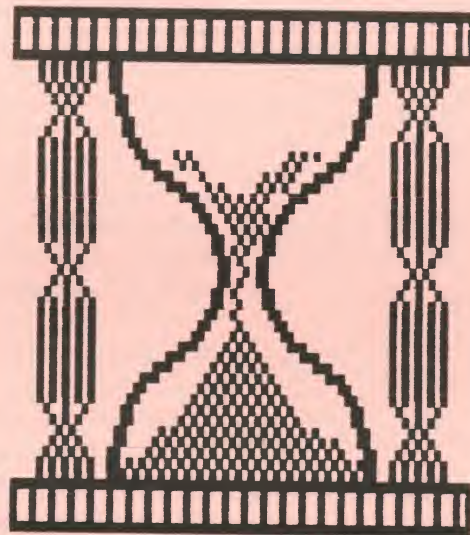


September, 1986
Volume 6, No. 8

M.A.C.E. JOURNAL

"Devoted Exclusively To The Atari Computer User"

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TO
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Published by the Michigan Atari Computer Enthusiasts

FROM THE ACTING PRESIDENT

Tom Sturza

Once again, "M.A.C.E. wants you"! If you are interested, we want you to be a candidate for an officer position. We also want you to VOTE for the candidate(s) of your choice at the September 16, 1986 general meeting.

First, officer positions: Please run for an office if you really have the time to give to M.A.C.E. We need nine dedicated people, who will work together to make M.A.C.E. the best user group it can be! We will be electing: President, Vice-President, Treasurer, Corresponding Secretary, Recording Secretary, Disk Librarian, Meeting Coordinator, Journal Editor and Membership Chairman. All positions are for one year.

We would be happy to have one candidate for each officer position. More than one would be fantastic! If you are interested or just wish to talk about a position, please give me a call [between 6-10 PM, (313) 477-2345]. We would prefer to have all candidate names prior to the September meeting. However, we will gladly accept nominations from the floor. One other reminder, you must be a M.A.C.E. member to run for an officer position.

And now, Voting: Let's show one another that we really care!! Attend the September 16, 1986 meeting and vote. Make sure that your membership is paid up, because only members can vote (one vote per member family).

Your current officers have worked "overtime" these past three months to get M.A.C.E. back on the road to recovery. Let us all join together to continue this work! To paraphrase a famous quote,

Ask not what M.A.C.E. can do for you,
Ask what you can do for M.A.C.E.!

SEPTEMBER 16, 1986 ... BE THERE ...
RUN FOR OFFICE ... VOTE!

FROM THE ACTING EDITOR

R.Charles Sibthorpe

First, I want to thank all members who contributed articles to the editorial staff this month. I was pleased to see such a favorable response to my request for material to publish in our Journal. I was more pleased to find members actually volunteering to help put the journal together this month. Unfortunately, I could not schedule a date and time to make use of your efforts this issue, and for that I apologize. My schedule at work (as if this is not a full time job in itself) promises to improve next month and I will be able to schedule a time to put the Journal together with your assistance.

My Editorial Staff for this month was John Leasia who again retyped and proofread submitted material, I wish to extend a special thanks to John as I dropped off the material rather late in the month. My wife, Sally, assisted in proofreading and aided in the layout of the Journal. Jim Kennedy, Bob Carlini and William Schlick volunteered, but I was unable to schedule a time to put this eager group to work on this issue. I know I can call on them to help on the next or some future issue.

The real topic this month is membership participation. I know it sounds like we are pushing the topic, (and we are) but the need is real. Jim Kennedy's article sums it up quite well. With elections for officers next month, we will need to elect people who will fill the vacancies of those who left or are leaving. We need people who are willing to do as good a job as is humanly possible. Let's all work together to make our-your club the best it can be.

Gordon Totty's review on Silent Service was originally intended to appear in the ill-fated April issue and is reprinted here for those of us who did not receive that Journal. Thank you Gordon.

ACTING PRESIDENT

Tom Sturza

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Jim Kennedy

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DISK LIBRARIAN

Dave Zappa

MEMBERSHIP CHAIRMAN

Paul Wheeler

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Upload to the MACE BBS's, any officer's
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TIMER ROUTINE

BY: D.F.NEFF

The most often used timer routine for Basic Language programmers is a "do nothing" FOR-NEXT loop. This simply causes the computer to count to a given value without performing anything else. This routine is used for a time-delay device and looks like this example:

```
10 PRINT " Counting..." : FOR T = 1
TO 800 : NEXT T
: PRINT " DONE! "
```

This works well enough for general timer purposes but is very inaccurate. It also presents serious difficulties when a program is exchanged between a standard ATARI and one with a high-speed operating system (Omnimon, Boss, etc.).

Fortunately, all ATARIs have built-in clocks which run at a common speed and are accessible by the programmer. These realtime clocks are located at memory locations 18, 19, and 20. You can see them incrementing with this one-liner:

```
10 POS.10,10 : PRINT PEEK(18) ,
PEEK(19) , PEEK(20) ,
" " : GOTO 10
```

As you watch the display you'll notice that the value of PEEK(20) changes too fast to be read but PEEK(18) doesn't change at all. The value of location 20 increments 60 times per second until it reaches 255. Then location 19 is incremented by one count and location 20 is reset to a value of 0. A similar relationship exists between locations 19 and 20. It would take almost 20 minutes for location 18 to be incremented if you left the above one-liner running.

We can write a simple, but reasonably accurate, timer routine using locations 18 and 19. Since location 20 increments 60 times each second we can get a rough count of seconds from $\text{Seconds} = \text{PEEK}(20) / 60$. This works good until the fifth second which is longer than the previous four. That's because the fifth second starts counting from 240, rises to 255 and is reset to begin at 0 again. This adds a quarter of a sec-

ond to every fifth second if it is not accommodated for in the timer routine. Each of the three locations can be reset to 0 by POKEing a 0 in that location. We can use that to reset location 20 and keep our seconds equal in length. Here is a sample of a timer routine using the internal clock:

```
10 REM Realtime Timer Routine
20 REM by D.F.NEFF
30 PRINT "TIMING..."
40 GOSUB 1000
50 PRINT CHR$(125)"DONE !"
60 LIST : END
1000 REM ** 1 MINUTE TIMER **
1010 POKE 18,0 : POKE 19,1 : POKE
20,195 : POKE 752,1
1020 IF PEEK(20)<195 THEN POKE
20,195 :REM RESET EVERY SECOND
(255-60=195)
1030 POS, 10,10 : PRINT PEEK(19) :
REM INCREMENTED EVERY SECOND
1040 IF PEEK(19)<60 THEN 1020 :REM
60 SECONDS
1050 RETURN
```

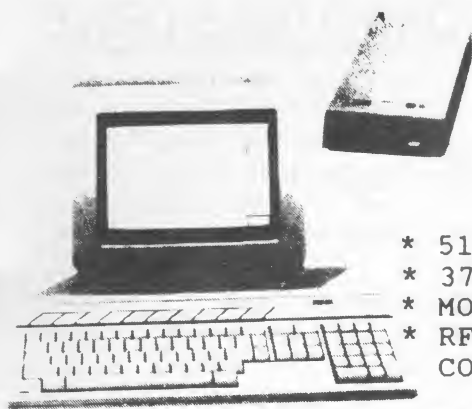
If you compare this to your watch you'll find that the routine takes a little more than one minute. That's because of the internal delay as the computer executes lines 1030, 1040, 1050, and 50 at the conclusion of the program. You can adjust the POKEd value in line 1020 to compensate for this if you desire higher accuracy.

Now you have a timer routine that is more accurate than a FOR-NEXT loop and runs at equal rates on all ATARIs. Timer compatibility at last!

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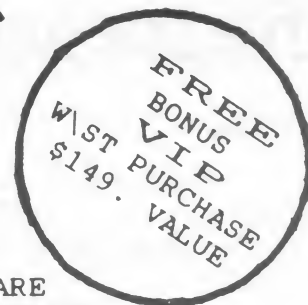
It's often wise to convert a village into a mission, instead of conquering it. This is done by going up to the chief and AMAZE him. If it doesn't work, leave the village, come back, and try again.



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Our store has an ST system running a 300/1200 baud bulletin board. We have many, many programs up for download. There's also sigs for other computers too! Such as IBM, 8 bit ATARI, APPLE, COMMODORE, and when you purchase an ST from us then there's a special sig just for you.

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SURVEY RESULTS Part II
Reported by Paul R. Wheeler

This month we are going to cover the other part of our survey that covered items such as Gen. Meetings, New Users Forum, and Group Purchases, as well as additional comments made by the members.

GENERAL MEETINGS: *What do you want more of at the meetings?*

Besides answers like; me!, humans, and people, there were a lot of constructive ideas and/or criticism. Most of those that answered wanted more order, organization and less confusion (mainly from the back of the room where small groups converge). To help eliminate this problem, we asked that you hold back on these activities while the meeting is in progress, there will plenty of time after the meeting.

There were other suggestions such as more ST and less ST, more games and less games, etc. but they were right down the middle, (what's the old cliques: You can't please all the people...) so we'll have to play these by the ear...If the program coordinator thinks they are worthy of mentioning or demonstrating, he will probably do so.

A lot of out-state members lamented the fact that they could not attend the meetings but most had high praise for the group in general.

The following are some of the comments that were submitted:

- Demo of a "10" rated program.
- Tips from the Experts.
- Info on new products with demos.
- I miss Kirk's Q&A sessions.
- New product reviews (hard & soft).
- Atari news.
- Documentations on MACE software.
- Shorter Demos and more of them.
- Technical Info & Tutorials.
- How-to-do programs.
- Member "Show Me" nights.
- More demos of utilities.
- Guest speakers.
- Demo of new equipment.
- Helpful hints-Practical Applications.
- Word processors & utilities.
- Demo of MACE boards.
- More SIG groups.
- Language discussions.
- Other clubs news. What's happening?
- Practical Applications.
- Demo of library disk.

Dealers with special offers.

News of what is going on at Atari.

Unique uses by members.

We all know Atari can play games - get serious.

More hardware discussions & software demos.

Talks on enhancements & add-on items.

Well, that was just a sample of what the membership would like to see at the General Meetings. If you have a favorite idea, let one of the officers know by voice or letter and don't forget the Suggestion Box (located near the membership desk).

New Users Forum: *What subjects would you like to see covered?*

Most of those that answered this portion of the Survey Questionnaire, had high praise for the group. Languages was the highest number of the responses, with telecommunication, printers, hardware hook-up, and answers to problems, were some of the others. The list will be turned over to the New Users Forum chairman for appropriate action.

Group Purchases: *What items would you like to have included.*

Under this category about everything that is put out for the Atari, both the 8 & 16 bit machines. Disk drives, monitors, software, modems, printers, upgrades, 520ST, plotters, interfaces, word processors, and to sum it all up, one member answered *anything!*

Additional Comments:

One of the biggest request was for a better projector and sound system for the General Meetings. As you all know, since this survey was taken, the projector was replaced. The sound system belongs to the Southfield pavilion but sitting at the back of the room, I have noticed that most of the problem involves the speaker. The program coordinator will work on this.

Other comments: Good work MACE! Great Group! Nice Journal were some and the officers thank you. A list with all your answers is being prepared for the officers to act on or take due note.

Again, a BIG thank you to all the members that took part in the Survey.

Another will be taken next year, look for it and use it! It is your way of contributing to the betterment of the group.

SILENT SERVICE

The Submarine Simulation

A Review by Gordon Totty

I sailed out of Fremantle Submarine Base, Perth, Australia and headed north to the Makassar Strait east of Java. I was taking my sub out to hunt the Japanese fleet in the shipping lanes between Borneo and Java. I never found them, and lost my sub fooling around to see how deep it could dive. But before I died, I had learned two lessons about life in the navy.

First, the ocean is a big place. That simple sentence doesn't do it justice. THE OCEAN IS AN IMMENSE PLACE!!!! It takes "forever" to get from here to there. You sail, and sail, and sail. If you are in combat, you wait, and wait, and wait. Where is the enemy? Does he know where I am? Will he pounce on me unexpectedly? Is it time to submerge, and run underwater? Trouble is, that slows you down, and you can only do it so long before you have to surface to recharge your batteries. Though experiencing the immensity of the ocean and struggling to find the enemy, nevertheless I felt naked and exposed with the hair on the back of my neck twitching from the sensation of being watched. I can't find him; he knows exactly where I am.

Second, with good maps and the ability to locate your ship on them, you cannot get lost at sea. At the start of the voyage I just described it seemed to me that hitting those straits just right would be like threading a street level needle from the top of the Empire State Building. But I experienced something I read once: that successful navigation is just a series of successive approximations. You "aim" and sail; check your location, adjust your aim, sail some more. Your final corrections are made with the destination in full view.

Silent Service is a dynamite simulation from MicroProse Software Inc. It was designed by Sid Meier who was responsible

for another MicroProse product, F-15 Strike Eagle. My pleasure with Silent Service will cause me to buy the F-15 simulation as soon as I save up some more of my allowance.

Unfortunately, I am old enough to remember some of WWII. Not much, mind you, not much at all. But I remember being fascinated with two kinds of warriors - those crazy enough to go hundreds of feet under the ocean in a tin can (I never learned to swim; fear of water), and those stupid enough to jump out of an airplane with a flimsy bedsheet on strings (I am even more afraid of height than water). I have watched many submarine movies and been just as tense as a coiled spring. I have imagined the horror of being unable to surface, of watching a leak at 400 feet below, of listening to Sonar home in on my fragile craft, of feeling the shock of explosions when all one can do is wait and hope they miss.

All of that is by way of telling you that I can really "get into" this simulation, or game if you wish. I think it is terrific. If you try it and do not agree, then maybe, unlike me, you are not a submariner looking for a command in the Pacific during a war that appeared to have a clearly defined purpose. (Gosh, I just noticed that I still have my hat on backwards from peering through the scope.)

Silent Service takes time to learn, and I still haven't mastered it. It includes about thirty different commands and six different graphic screens. It comes with one of the most interesting manuals I have ever seen with a game. In addition to describing play, the manual is full of interesting data, specifications, etc. and a fascinating account of real submarine warfare. According to Sid Meier, the game was inspired by the book Clear the Bridge, by Richard H. O'kane,

who commanded the USS Tang in the big war.

Back to my initial cruise: I had to laugh at myself as I looked for the Japanese fleet. There is a time scale in this simulation that is designed to promote realism, and even at four times the game's normal pace it can take a while to get somewhere. I enjoyed myself. I looked my boat over. I went up to the bridge and looked around. Saw some stuff not on the maps (seaweed?). Looked through the scope, and learned how to use it. Checked the maps (impressive). Checked the ship for damage. Looked at the maps. Took her down. Took her up. Fired the deck gun. Checked the maps. Where the hell are they????

Eventually I found them. Not on the first cruise, but you might say on my "last" cruise: they sunk me.

This game has good sound effects to heighten the realism, and I'll let you come across them for yourselves. There are about a dozen.

There is so much here that I don't know how they packed it all on one disk. Three scenarios: target practice, convoy action, and war patrol. Convoy action will get you some fast action, and war patrol will let you take a cruise first and doesn't end until you get back home.

Four skill levels. Seven reality levels. Combining these results in nine difficulty levels. Reality levels include limited visibility, a convoy that zigzags, some dud torpedos (a real problem earlier in the war), the ability to make repairs only in port, expert destroyers (watch out!), etc. These are toggled on or off individually.

I think this one is well worth the money. the simulation is real enough to let you better imagine what it was like; the game is exciting enough to keep you on your toes. The graphics and programming are impressive. Give it a try.

THE NEW ALADDIN

by B.J. Franczyk

For those of you who missed the July General Meeting there is no doubt you missed a good one. M.A.C.E. was pleased to present Mr. John Henson from Disk Publications Inc.

While Mr. Henson was both personable and professional, the true star of the presentation was a product called "THE NEW ALADDIN." This new and exciting product is a magazine published on a disk. The excitement of this product generated was evidenced by the throngs of people that bombarded Mr. Henson after his presentation.

As Atari enthusiasts, it was almost an honor to find this magazine is for the ATARI 8 bit computer and requires a minimum of 48K RAM, 1 disk drive and a color TV or monitor. It has all of the features of a quality magazine with the unique ability of being stored on disk. The Premier Issue that John showed was a fine indication of what to expect in the future. It is a bi-monthly publication, contains 3 double-sided disks, is packaged in a reusable plastic disk case and boasts of featured articles, graphics, game demos (you are actually allowed to taste the flavor of the game) and an educational section for children. The list of proposed authors is impressive. The subscriptions sold for \$79.95 for 6 issues. There was also an indication this publication would soon be available for the ST's.

Currently you may purchase individual copies at SECTOR ONE, SY DRAFT and BASIC BIT 'N BYTES. If you are interested in writing to Mr. Henson, you may do so at The New Aladdin, Disk Publications Inc., 12200 Park Central Drive, Suite 310, Dallas Texas 75251. If you are interested in a subscription and wish to rush your order you may even call them collect at (214) 788-4441 (Please feel free to mention M.A.C.E.).

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MAGE

**OFFICER
ELECTIONS**

SEPT. 16, 1986

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Volunteering

By Jim Kennedy
Acting Corresponding Secretary

Volunteering, what is it? In a user group (also called 'club') it's what makes everything work. I mean that 'literally'! M.A.C.E. is a volunteer organization and has NO PAID EMPLOYEES. Everyone who helps the club (e.g. the officers and people who write for the Journal or help at the meetings, etc.) is a volunteer. The job that person has taken on has to be worked into their personal life. It's not as though these people have time on their hands to do whatever they like. They have families, work, school too. They're like everybody else, busy!

So why do these people help M.A.C.E.? Because they like their Ataris and the purpose that our group serves. They know that to help the club, they're helping others to enjoy their Atari's. They may be helping someone with a problem that they themselves had when they first got started in computing. Maybe the person who reads their article will someday help the club out with a follow-up article.

BUT! Yes that's right, there's a 'but'! It seems there is always a catch. It has to do with the amount of people helping with all of the jobs our club generates. (NOTE: If the jobs aren't done, then our club isn't the best it can be. And isn't that what we all strive for, 'the best we can be'!) It doesn't take much involvement to help out. We have 500 - 600 members in our club and if everyone did something to help we'd have the perfect club! But, that's not being realistic. If 40% - 50% helped the club (apprx. 200 - 250 members), I think we would have a better club and 'everyone' would feel better about helping.

Here is a list of some of the many jobs that need to be done every month:

AT THE MEETINGS

- loading/unloading of the Zenith Beam projector and setting it and the screen up
- setting up & taking down the tables and chairs
- passing out the Journal,
- putting labels on the remaining Journals to be mailed
- helping with the disk library
- demonstrations of non-pirated programs, reviews, etc.
- the leading of small discussion groups on various subjects, in the second half

FOR THE JOURNAL

- writing an article, review or explanation of a program you wrote
- reading newsletters from other user groups that we receive to find material that might be of interest to our members
- typing and proofreading services
- various artwork, whether free-hand or computer generated
- cartoons
- fillers (e.g. one liners, small BASIC programs, best place to buy ribbons, etc.)
- helping lay out the Journal so it can be taken to the printer
- helping the Vice President find ads for the Journal

SIGs

Special Interest Groups (S.I.G.) are small groups of members meeting to discuss, etc. a specific subject (e.g. New-user, ST, Education, Telecommunications, BASIC, Logo, Pascal, Applications, etc.). Meetings may be held at member's houses or other suitable locations. SIG meeting are run by a Chairperson (another job). If you are interested starting a SIG, let an officer know.

MEETING COORDINATOR

This job is done by an officer of the club, someone who can pull things together for up-coming meetings. Some examples of the duties of this position is to coordinate the setting up of tables and chairs, the bringing of any needed equipment, finding people to do reviews and demos. This job takes more time than the others above, but can be offset by volunteers helping out.

In case you're thinking that everything has been okay lately, guess again. Due to the lack of a Meeting Coordinator, the duties of that job fell squarely on the shoulders of the President. If you were a volunteer doing the busy job of the President, how would you feel if you had to get an agenda together for each meeting? This job along with the demands of your full time job and raising your family is a lot of responsibility. Though Tom Sturza rarely complains, I'll bet he's feeling exhausted!

I stepped forward after I saw that NO ONE ELSE WAS DOING ANYTHING!!! I couldn't believe the members were letting (the club/each other) down by letting the club go so long without top people (e.g. Pres., V.P., etc.) running the club. How could 500 - 600 members of a club just sit around and wait for the other guy to do something? Well the other guy/gal didn't do anything either, and the club just about went under! One of the TOP Atari user groups in the country just about disintegrated because it's members forgot that to be in a club is to be involved!

We lost some GREAT officers because they got BURNED OUT after having to do the work of many instead of one! The club had few volunteers to do all of the above jobs. And as the officers started leaving, more responsibilities were piled on those remaining.

Our club isn't out of the woods yet, but we can succeed if (YOU) help out!!! If you wait for the other guy/gal to do it, it could all happen again and this time the club might go under for good! Think

about that for a minute, imagine what kind of a void that would create. No more meetings, SIG's reviews, demo's, M.A.C.E. Journal, library, talking with people, etc.. Are you ready for that? Do you care, not just about the money you gave the club, but what you could have gotten out of it? Are you willing to help the club now?

If you feel you could do one of the above jobs, let an officer know! Either talk to one at a meeting or write to the Post Office Box. But if you really care, please don't do it tomorrow - DO IT TODAY! Thank you.

NOVA BEAM

High bid on the old Nova Beam was \$100.00.

Thanks

#1

SOURCE:

The Australian Atari Gazette
Melbourne Atari Computer
Enthusiasts (M.A.C.E.)
P.O. BOX 340 ROSANNA
VICTORIA, AUSTRALIA 3084
June 1986.

Short and Sweet

Donkey Kong Jr.: On title screen, hit space bar and type BODA.

Caverns of Mars and Phobos: To skip levels simultaneously press SHIFT-CTRL-TAB keys.

Atari Touch Tablet: Position cursor over Atari symbol in upper left hand corner and press RETURN for strange, but pretty, music.

Pitfall: Start the game with the OPTION key for unlimited lives.

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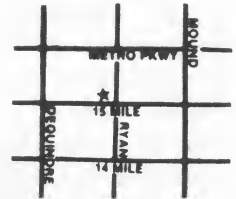
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GEMINI 10X PRINTER HELPER + BONUS PROGRAMS

Reviewed by William E. Schlick

One of the really nice things about being a M.A.C.E. member is having access to the disk library, which is run by our Disk Librarian, Dave Zappa. There is an ever increasing supply of programs available at a modest cost. I have just looked over one of the latest additions to the library, GEMINI 10X PRINTER HELPER + BONUS PROGRAMS by John Tal (disk EE). If you own a GEMINI you might be interested in this program. It is a very quick way to explore the multiple printing functions of the 10X.

Starting with the colorful main menu, you can then choose from 5 sub menus. The first sub menu allows you to set either italics or standard characters, as well as, any one of the 8 international character sets. The next sub menu allows setting type size in pica, elite, condensed, enlarged or normal characters. The third sub menu allows line feed per inch adjustments of 1/8, 1/16, 7/72 and two variable settings. The fourth sub menu called "bells and things" is used to set left and right margins, perforation skip, and disable the printer bell. The final sub menu allows you to enable or disable underline mode, double strike, and unidirectional or bidirectional modes.

Once you have set up the printer, you can then run your own program and print it in the style you want. The greatest value of the PRINTER HELPER program is to save the user from having to look up the individual printer codes each time you want to try a different printing style.

The remaining BONUS programs might be of interest to all members. They include a player-missile graphics character editor, keyboard tester, two modem dialer programs, and a label

maker program. A sector dump program will display each sector of a selected program in both hexadecimal and ATASCII. Last but not least, is a program called MLISTER which will convert a binary file into a series of data statements which can then be used in your own programs. This may be useful if you have assembled a machine language program and want to load it by a BASIC program.

You will find that like most of the other diskettes in the M.A.C.E. library, there are programs you'll want and others that may come in handy later, but at least one will probably be worth the disk cost, and that is value.

Hint From Member #1467

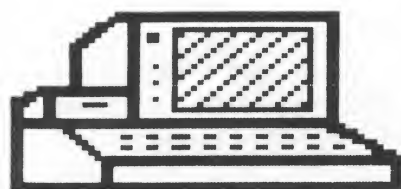
Tired of writing PRINT #6 on Graphic 1 or 2 screens? Try this trick:

- 1) Enter GR. 2
- 2) Now fool BASIC into thinking you're back in GR. 0, with POKE 87,0.
- 3) Now you can use "?" instead of PRINT #6. Just be careful about one thing: one GR.0 line = 2 GR.1 or GR.2 lines.
- 4) Don't forget to POKE 87 with 1 or 2 again when you are done!

PRINTSHOP

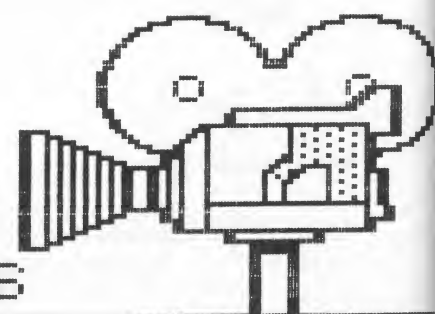
Early copies of the program PrintShop does not completely support the 850. By inserting the PrintShop Graphics Disk and pressing the letter "U", you will be able to update your PrintShop disk with a program contained on the Graphics Disk.

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August 1986



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A Letter to ATARI

By Charley Henrich

Editor's note: The following letter was uploaded to the M.A.C.E. West BBS for inclusion in the M.A.C.E. Journal. The opinions of Mr. Henrich are his alone and are not necessarily the views of M.A.C.E. or its members.

Many times I have thought about Atari Corporation and the person who runs it. I ask why doesn't Atari support the XLs and EXs? They say they do, maybe repair wise, but they sure don't software wise.

Software is a major backbone of a computer corporation. Software is the reason most people own a computer. Jack Tramiel (the President of Atari Corp.) may say that third party software companies, such as Activision, will take care of it. They don't! Why should they? After all, ATARI doesn't even write software for their own machines, so why should others?

This accounts for the dying of the 8-bit ATARI Computers. You may say that 8-bits aren't dying! Yes they are. When was the last time you saw a new piece of software come out for the Atari 800XL or 130XE before it did for the Commodore 64? Several times I've thought about buying a Commodore 64 or 128. I say why shouldn't I? I can get more and better software for it, newer software etc..

But I always come back to looking at the Public Domain software that is available for ATARI computers. Several people are writing quality Public Domain programs for the ATARI, in an effort to keep the ATARI alive. One such program is the 850 Express! by Keith Ledbetter. I say, "That's one program you would never find on a Commodore!" and that's true. That's the major reason I, and several other people have stuck with ATARI.

I think Jack Tramiel is trying to "DUMP" the 8-bit line. If he isn't, he sure better get with it when it comes to software or the 8-bits will become "Dead." Jack is pushing the ST line too hard, forgetting about the the 8-bits. I know the STs are great computers, but the

8-bits still exist and deserve some attention too. I think the downfall of the 8-bits started when ATARI was bought by Jack Tramiel. This was when Commodore went all out with advertising on T.V. and radio. About the same time, Atari did very little advertising, which caused many people to buy Commodores instead of ATARIS. All I can say is, "I hope ATARI starts writing software for the XLs and XEs, and starts to advertise more on T.V. and radio."

H.E.R.O./Activision, Arcade/Skill

Unless you know the layout of the mine, slow down before you descend, and keep to the left of wide, downward passages to avoid breaking lights.

DROL/Broderbund, Arcade/Skill

Second Screen: Go immediately right and down a level, then go right again until you find the boy. Then go down to the bottom level and move left. The lizard should be there about the time you reach mid-screen.

MINER 2049'er, Arcade/Skill

To choose any level you like, move to a safe place on the first level, press SHIFT then OPTION, and type-in "(213) 782-6861" (the companies phone number), then resume play. Just after you lose a miner, press SHIFT, and the number of the level you want to start play on.

We've been hearing members asking "why would anyone want to expand their 800XL to 256K RAM?"

If you have an answer, why not write to M.A.C.E. so we can print your replies in a future M.A.C.E. Journal?

List the Software that can make use of the extra memory. ie. 499 sector RAMDISK for use with the 1030 Express! program.

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TARICON II ???

by: B.J. Franczyk

Those of you who attended the July meeting got the first glimpse of the possibility of TARICON II. We are exploring this possibility because there is reason to believe it could be successful and profitable. I have been communicating with ATARI on behalf of M.A.C.E. and have obtained in writing their interest in supporting such an event.

Atari has made a generous offer that would limit our financial risk and insure their help in making this successful.

The question is: Do we want the responsibility of hosting another convention?

As I see it, our part would be to organized the event and provide volunteers to physically produce this successfully.

Right now we are stroking just to stay afloat and elect a board of directors that will work for the next 12 months. This in itself is a huge task. We would need to form a committee that would work for the next year or so to put together TARICON II.

I personally have no problem with Atari's commitment to us. Jack Tramiel has a reputation for being concerned about the customer and I have faith in his concern for user groups. This really could be a boost for M.A.C.E.

My biggest concern is overcoming the problems associated with volunteers getting burned out. To produce a successful convention it would take volunteers that could expend the energy that success requires. I realize this may scare some of you but I also know some of you understand what I am saying.

Nothing succeeds like success. M.A.C.E. sure could use the lift this convention would give if handled properly. It would give us an opportunity to created something fun, profitable and enjoy the opportunity of working together and bringing unity to the club by having a common goal.

It would take a commitment from each of us. We would need those wonderful people who see a job they can handle and do it. It would need a positive feeling from each and everyone that would create the energy to build up momentum. This comes from only saying positive things about M.A.C.E., its members, its officers and its efforts. It would take discipline to never give energy to the negative. Cooperation and harmony will produce growth and success.

The end result is every one WINS. The customer WINS. Atari WINS and M.A.C.E. WINS.

If you are on board you have to stand up and be counted. Let us hear from you. Volunteers are welcome and encouragement is never rejected.

ERRATA

The USR subroutine RAMCOPY printed in the last M.A.C.E. Journal will sometimes work incorrectly if the number of bytes copied is less than 256. Substituting the two lines of BASIC code below will correct the problem.

| | |
|-------------|-----------------------------|
| 1400 DATA | 104,133,205,104,133,209,104 |
| 133,208,160 | |
| 1500 DATA | 0,165,209,240,17,177,203,14 |
| 5,205,200 | |

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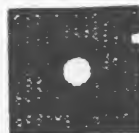
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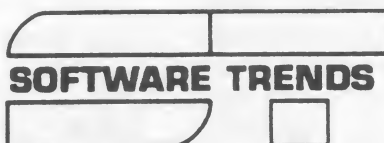
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CROW FEATHERS AND SpartaDOS

by Hugh Mclean..sysop of BUNKYS BOARD
BBS.546-3689

Let's see, poke 1801,13---no---bit total for 4 drives would be...ummmm 1+2+4+8...should be 15---now we must make a buffer for each drive,--that should add 2 to whatever is in 1802--nope--system won't handle 9, - well then, try 7!!! Now we have to make a new operating system with the new parameters using function <H>... oops..we need it double density...let's see now, how do I get double density from DOS 2.0s

If you have ever had experiences like these while trying to put 3 or 4 drives on-line, then you will appreciate the simplicity of SpartaDOS 2.3. All open channels have allocated buffers. SpartaDOS 2.3 will access drives in either single or double density, regardless of the drive configuration or operating system on the disk. It will read single density DOS 2.0s on one drive and double density DOS XL on another. It will look at any drive, any density, and transfer files easily, even to drives 4 and 5. I can configure a Ramdisk in my upgraded 800XL for 192K...that's more bytes of accessible RAM than is on my double density Indus.

Another great feature is the ability to create and run "batch files". If you are like me, you may never have even heard the term before. What it is, is a command level statement that is to be executed by the computer when you tell it. For example: I create a batch file called "STARTUP.BAT" that: 1.) configures my RS232 port for my modem. 2.) Formats my Ramdisk to 192K. 3.) Transfers my BBS system files from Drive 1 to RAM. 4.) Transfers my index files to RAM. 5.) Transfers my download files to RAM. 6.) Loads and runs my BBS program. All this happens when I turn the computer on. Sort of

like a self directed AUTORUN.SYS file...

Another feature that I really like is

the ability to create a text file right from the operating system without having to boot up an editor program, or Atariwriter..etc. Just by typing: <COPY E: D1:TEXTFILE.NO1> at the D1: prompt, I can create a file on Drive 1 called TEXTFILE.NO1. I must remember not to go over 40 characters in length (width of screen), and to hit <RETURN> at the end of each line. When completed, hit Control-3. That's it...

Of course the real big feature for me is the 4K space-saving feature, without which I wouldn't be able to make ANY changes on the BBS..

When you type <DOS> the operating system responds immediately..since it is stored in RAM, unlike DOS 2.0s - where typing <DOS> gets a whirr of disk drive and a somewhat annoying pause while the operating system is being loaded.

Binary files can be <RUN> directly from the command state, or by using another Sparta innovation: "LOGOMENU".

The primary drive can be easily changed by typing the new drive number. The normal prompt is <D1:>-but by typing D1:D2: the main drive can be changed to 2, or whatever you want..This is convenient if you have files on Drive 2 that you want to RENAME, ERASE, COPY or whatever...

The command <D1:PRINT> toggles the printer on and off..This is sometimes handy if you want the screen output to dump to the printer also...

<D1:TYPE (FILESPEC) E:> will type a text file to the screen without going through the copy routine..which is handy if you just want to read a text file. I sometimes use this to read messages (even the deleted ones) from the MESSAGE.DAT file...

Perhaps the best feature about SpartaDOS 2.3 is the high speed mode with the U.S. Doubler in the 1050 drive...It is incredibly fast.

Crow feathers? - yep, that's all that's left after I finish munching.. I have been bad-mouthing both the 1050 drive and the 800XL. I felt the 800XL was a second-rate machine compared to the old 800, especially since you had to boot up a translator disk to get the operating system back to the 800 to run some programs. And, I never did think much of DOS 3.0..the incompatible density and a half. It wasn't until I had Sector One upgrade the XL to 256K, and the 1050 with the U.S. Doubler that I really appreciated them. This combination makes the old 8-bit really sing. It's a pleasure to work with...it's like a totally different computer system..

Before I get too carried away with the accolades of SpartaDOS, I have to say that it isn't perfect. In fact, there are some features that I don't like at all..

One of the biggest problems is that when I copy a file from Drive 2 to Drive 1, the drive doesn't always shut off. It just keeps spinning away, until I shut it off manually. This problem doesn't occur on the BBS since each time a channel is opened to the disk, it is closed immediately after the transfer is completed to the computer buffer..

Another real big annoyance, is the fact that SpartaDOS 2.3 or 3.2 will not work with the 800 machine. This really bothers me, since I use the 800 as a second machine, and use it a lot. The only SpartaDOS that will work on it is SpartaDOS 1.1 - which, in my opinion, isn't worth much. It won't read DOS 2.0s or DOS XL, either single or double. It will read DOS 2.3, providing it is in single density. The directory can only read in bytes, I prefer the file size to be displayed in sectors. You have your choice with SpartaDOS 2.3

You do learn to <D1:PROTECT *.*> your files. I ruined several files because I

messed up the transfer system somehow, and scrambled the files to the point of no repair.

Another thing I really don't like at all is the time date stamp..For this system to be functional at all, you need to have the R-time 8 cartridge in your computer. I think all computers should have a built-in real time clock that will not only give you the correct time in hours, minutes and seconds, but the time of day and date as well. It is all inside my wristwatch. Why can't it be inside the computer, too. The time and date alongside the files on the directory is a nuisance to me. If it was automatic, and could be toggled in and out, maybe I would use it. Really, the clock functions and the Z handler are the only major features that I see 3.2 has over 2.3. But, you don't save the space with 3.2, and the fast key repeat with the keyboard buffer can really mess up a BBS system, so I stick with 2.3....

In conclusion, SpartaDOS 2.3 is the best operation system that I have ever used on the upgraded Atari 800XL.

WHOOFS!!

So you accidentally gave two files the same name on the same disk eh? Every time you try to change the name of one, both names change right? Well, MACE is here to help! Type this in and you will be able to change one name at a time:

POKE 3118,0 : X=(6047) <RETURN>

SMOOTH SCROLLING

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POKE 622,255 : GR.0 <RETURN>

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